

CLAIMS

The invention is hereby claimed as follows:

1. A gaming device having a gaming scheme with interacting symbols, said gaming device comprising:
5 a controller;
a plurality of reels having at least two said interacting symbols connected to the controller; and
a display device adapted to display the reels and said interacting symbols interacting with each other.
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2. The gaming device of Claim 1, which includes the display device displaying adjacent interacting symbols.
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3. The gaming device of Claim 1, which includes at least one selection associated with at least one of said interacting symbols.

4. The gaming device of Claim 1, which includes the reels having a plurality of non-interacting symbols.
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5. The gaming device of Claim 1, wherein the display device is
adapted to display an interaction between non-adjacent interacting
symbols.

5 6. The gaming device of Claim 5, wherein the display device is
adapted to display a credit value associated with the interacting symbols.

7. A gaming device having a gaming scheme, said gaming
device comprising:
10 means for controlling said gaming device;
means for providing a plurality of symbols connected to the
controlling means;
means for enabling at least two of the symbols to interact; and
means for displaying the symbols and interaction of the symbols.

15 8. The gaming device of Claim 7, wherein the enabling means
includes enabling adjacent symbols to interact.

9. The gaming device of Claim 7, wherein the display means
20 includes a video monitor.

10. The gaming device of Claim 9, wherein the video monitor includes a touch screen.

11. The gaming device of Claim 7, which includes means for 5 prompting a player to select at least one symbol.

12. The gaming device of Claim 11, wherein the prompting means includes an audio prompt.

10 13. A method for operating a gaming device having a gaming scheme with interacting symbols, said method comprising the steps of:

15 (a) displaying a plurality of symbols;

(b) displaying an interaction between at least two interacting symbols;

(c) awarding a player a value associated with the interaction; and

(d) repeating steps (b) and (c) until the gaming scheme is terminated.

20 14. The method of Claim 13, further including triggering said gaming scheme.

15. The method of Claim 13, which includes selecting at least one symbol.

16. The method of Claim 15, which includes selecting two symbols.

17. The method of Claim 16, which includes displaying the interaction between the two adjacent symbols.

10 18. The method of Claim 13, which includes displaying the interaction between at least two non-adjacent symbols.

15 19. The method of Claim 13, which includes prompting the player to select the symbol.

15 20. The method of Claim 19, which includes audibly prompting the player to select the symbol.

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